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Title: Basic Elg'faern

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**\*Reagents\***

::Blood::

Purpose:

Movement/Animation

Notes: The essence of life, a reminder of mortality.

Availability: This reagent can be drawn from nearly any subject. It is common practice to take it from the lair of a blood elemental, for they must gather the blood of many on one place to sustain themselves.

::Bone::

Purpose: Summoning/Communication

Notes: The source of blood is also, strangely enough, the source of the will, and remembers the life it once embraced.

Availability: This can be drawn from both the living and deceased. Each hold different properties. Living bone is best used for new animations and is most powerful near extraction. Dead bone, however, is better used for summoning and most of the necromancer's other bone needs. This form is more

powerful the longer  
its host has been  
deceased. The most  
common type used is  
that of the skeletal  
magi, because of its  
flexibility.

::Dead Wood::

Purpose:

Preservation/Binding

Notes: Almost ageless,  
a time-aided tree can  
be stronger than the  
hardest rock.

Availability: This  
wood is quite rare as it  
can only be gathered  
from the eldest  
reapers. Preferable  
sources are at least  
two centuries old.

::Fertile Dirt::

Purpose: Protection

Notes: The plant  
grows from the womb  
of the land, its roots  
deeply embedded in  
the safety of soil. All  
must return to this  
state and this it is  
immortal.

Availability: A type  
of soil taken from the  
heart of an earth  
elemental. This is the  
only pure source that  
is known to date.

Ledgends tell of a  
tunnel somewhere  
deep in the Underdark  
that let to a source of  
soil near the very  
planet's heart which  
was of unparalleled  
purity and power.

::Executioner's Hood::

Purpose: Death

Notes: The fungus is  
black in hue, dark in  
purpose and shaped  
like the head covering  
of its namesake.

Availability:

Incredibly elusive. It  
only seems to grow

near the bed of a  
corpser. It seems to  
grow on a mixture of  
carrion and the  
excrement of the  
corpser. Work has  
been done to  
artificially grow the  
executioner's cap, but  
there are no notable  
successes. This  
reagent seems harder  
to hunt the more time  
passes.

::Blackmoor::

Purpose: Power

Notes: This is an odd  
mixture of the  
element of earth and  
the mysterious  
Blackrock.

Availability: This is a  
vital component to all  
litches. The  
Blackrock is used to  
hold the life force of  
the litch, while the  
fertile soil around it  
serves as a sort of  
protection. The best  
mixtures are found on  
the bodies of litch  
lords.

### \*Spells\*

Open Ground  
(Des Por Ylem)

Reagents: Blood,  
Blackmoor.

When cast near a  
tombstone, this spell,  
under the guidance of  
a Necromancer,  
shapes the ground and  
stone. Most often,  
however, it is merely  
used to create a grave

or open a weakened  
wall of rock.

### Death Speak

(Kal Wis Corp)

Reagents: Blood, Bone

Duration: One

Conversation

This spell briefly  
returns a semblance  
of life to a deceased  
body and allows the  
Necromancer to  
converse with the  
spirit of the once  
living. However, if  
the being has not  
undergone certain  
preparations before  
death, this spell is  
quite a painful  
experience, usually  
rendering the subject  
incoherent.

### Mask of Death

(Quas Corp)

Reagents: Dead Wood,  
Executioner's Hood

Duration: About 1 hour

By this spell, the  
Necromancer may  
assume a state of  
near-death that will  
appear as actual death.  
The Necromancer is  
completely cognizant,  
and the spell will  
wear off after a short  
duration.

### Rock Flesh

(Rel Sanct Ylem)

Reagents: Dead Wood,  
Fertile Soil

Duration: Varries\*

With this spell, the  
Necromancer gains an  
innate resistance to  
damage by  
transforming the  
very flesh into a  
substance as strong as  
stone.

\*Duration depends on

purity of soil and age  
of the wood.

Summon Dead

(Kal Corp Xen)

Reagents: Blood, Bone,  
Dead Wood

This spell summons  
from the Earth a  
number of dead  
warriors to serve  
the Necromancer as  
guardians. They are  
mindless, attacking  
anyone not endowed  
with the power of  
Necromancy. Though  
it is possible to  
summon armies of the  
walking dead, rarely  
has more than one  
been seen to  
appear.

Grant Peace

(In Vas Corp)

Reagents: Executioner  
Hood, Blackmoor

This potent spell calls  
upon the bailiwick of  
the Necromancer, that  
being death. The  
recipient, if the  
undead of Earth,  
instantly reverts to  
the lifeless corpse it  
was before becoming  
animated. If cast upon  
the fully living, the  
life force of the  
recipient is  
momentarily severed  
from the body, often  
resulting in death, but  
in some instances  
causing only  
temporary confusion.

Withstand Death

(Vas An Corp)

Reagents: Dead Wood,  
Fertile Soil, Blackmoor

Though the name  
implies it, the  
necromancer does not  
actually "withstand

death". This only  
magically keeps  
one animated  
long enough to  
make the final  
preparations. Useful  
to those wishing to  
become a Litch.

Create Golem

(In Ort Yelm Xen)

Reagents: Blood, Bone,

Dead Wood, Fertile

Soil, Blackmoor

This spell calls up a

creature made of

Earth, generally

generally in the shape

of a man, to perform

the bidding of the

caster. It follows a

few terse commands,

usually statements to

retrieve, open, or kill

things.

Call Quake

(Kal Vas Yelm Por)

Reagents: Bone, Dead

Wood, Fertile Soil,

Blackmoor

This spell causes the

very ground to move

like a violent sea. A

very powerful spell

that usually confuses

as well as deals a

several amount of

damage.